

lee neesham resumé

'A' Class Surfacing, Concept Modelling & Visualisation



Personal Details

Nationality: British

Marital Status: Married

Languages: English

Sex: Male

Health: Excellent

Driving Licence: Full / Clean

Age: 48

Residing: London / UK

Contact: lee@neesham.net

Personal Profile

I have worked in the automotive and product design fields for the past 25 years. In that time I have worked on a diverse and varied array of products for the national and international markets.

My primary skill is that of an Exterior Concept Modeller using Alias AutoStudio, widely regarded as the leading software in its field. I have vast experience working with Studio Engineers and Designers on new vehicle platforms, creating proportion & volume model studies, building concept cars and so on. I also have extensive experience creating surfaces from laser scans, engineering input and styling sketches. I also have considerable experience of real-time visualisation and rendering (both on screen and in virtual reality) using Autodesk VRed, as well as website design and graphic design, in addition to my formal college training as a Product Designer.

I'm a versatile, reliable, hard working and a totally committed individual. I'm both conscientious and decisive, with an engaging personality who is able to assume responsibility, rise to a challenge and work effectively under pressure. I'm quick to learn, flexible, self-motivated and able to act on my own initiative.

I now work on a consultant basis within the automotive and product design arena.

Key Skills

- 25 years experience using Autodesk AutoStudio for concept and 'A' class digital exteriors.
- 7 years experience using Autodesk VRed incl. VR via Steam with HTC Vive hardware.
- 14 years experience using Autodesk Showcase and Bunkspeed Hyperdrive.
- Extensive experience within the automotive and design industries.
- Able to liaise effectively at all levels, excellent communication, presentation and negotiation skills.
- Comprehensive product design and development skills both managerial and hands-on.
- Self motivated team leader, able to motivate all team members to obtain project objectives.
- 15 years contracting experience within the automotive industry.
- Experienced at producing project proposals, costings and time plans.

Career History

Makkina. London, United Kingdom.

October 2018 - Onwards

In October 2018 I was offered the opportunity to work at Makkina in Notting Hill, London. After 14 or so years of working for OEM's it was exciting to switch things up a gear and work for this world renowned Automotive Design Consultancy led by its founder Michael Ani. I joined a team of extremely talented designers and modellers working closely with an impressive array of international clientele.

Career History Continued

During my short time at Makkina I have worked numerous projects from early ideation through to digital and physical models. Due to the discreet nature of the work we do at Makkina it is not possible to talk about this in any more detail.

Bentley Motors. Crewe, United Kingdom.

August 2007 - September 2018

In August 2007 I had the opportunity to work at Bentley Motors and join a small team of designers and engineers working on the Bentley Continental Supersports. Over the next half year I developed and surfaced the exterior design of the Supersports in Autostudio from the clay model scan data and packaging information. I saw all exterior panels through to 'A' class data. Following this project I was invited to stay on at Bentley and during the next 6 months I became the chief exterior concept modeller within the company, responsible for the investigation and exploration of future models.

As the team grew my role developed to become the Advanced Exterior Team Leader. This involved managing a team of Digital Modellers, creating Project Time Plans and Financial Budgets. Liaising with Bentley's Design, Engineering and Model Making management, delivering completed exteriors and hardparts on time.

In addition to this I was heavily involved in the investigation of new and modified vehicle platforms, creating exterior proportion & volume model studies, building concept and show cars, as well as managing, overseeing and working on future production models until design freeze. This is the role that I currently hold.

Volvo Car Corporation. Göteborg, Sweden.

January 2006 - July 2007

I was invited back to Volvo's studio in Gothenburg at the beginning of 2006. I began work on a production interior during the early stages of its development. Initially this was concept modelling from verbal and sketch input from the designers involved. Over the following year it developed considerably as I worked more closely with studio engineers to create a viable design solution to the initial concept interior.

During the summer of 2006 I briefly worked on the XC60 Concept Car interior, creating a number of fully surfaced components and details for milling and prototyping.

In February 2007 I moved to a new project. A design team had developed concepts for a next generation small vehicle. I worked closely with a number of designers, modelling and developing concept exteriors to package information. This project is ongoing.

GM Advanced Design. Pixbo, Sweden.

October 2005 – December 2005

In October 2005, after my contract at Volvo expired, I moved to GM Advanced Design. Their studio in Pixbo is primarily responsible for the development of the Saab brand, as well as the development of the other GM brands operating in Europe such as Opel and Cadillac.

I formed part of a team of Alias modellers and studio engineers that worked on the Aero X concept car interior. We created the interior from scan data supplied from the initial clay model and modified this with concurrent input from Saab's designers and studio engineers along with further feedback from G-Studio's coachbuilders and engineers as the prototype took shape within their studio. The car was finished in early 2006 for the Geneva Motorshow.

Volvo Car Corporation. Göteborg, Sweden.

November 2004 – September 2005

In August 2005 I left the Renfrew Group, having decided to pursue a career within the automotive industry. Shortly after this date I moved to Sweden to take up a consultant position within Volvo Cars.

Career History Continued

During the following year I worked on three different projects for the company. I was initially employed to work on a concept car and did so for six months. However, this car was never completed due to the arrival of the new design director, Steve Mattin, and his new vision for Volvo. I went on to work on two production cars part way through their development. The work varied considerably from project to project and was a mix of concept modelling and visualisation through to design, development and 'A' class surfacing from laser scans.

Renfrew Group, Leicester, United Kingdom.

September 2002 – September 2004

The Renfrew Group is an established product design consultancy with an international portfolio of clients. During my time with the company I primarily managed the visualisation and the surfacing department.

The consultancy had a number of automotive and product clients requiring complex surfacing work, created either from laser scans, engineering material or occasionally styling sketches, such as Triumph Motorcycles. I worked on these projects, oversaw the surfacing team, worked closely with the engineers throughout the product development cycle, as well as liaising with clients and third parties. I also continued to work on new media and graphics projects, creating websites and presentations for a number of the consultancies client.

DesignIT, Leicester, United Kingdom.

May 1997 – Aug 2002

DesignIT specialised in delivering highly creative and communicative solutions to aid new products coming to market. My responsibilities involved managing the business from both a market and solutions perspective. More specifically I liaised with new clients, discussed and presented new media possibilities, and quoted for potential work.

Going forward I managed all new projects from a team and client perspective, organising timeframes, project teams, project direction, deliverables and third parties, such as contractors and production houses. In addition I worked on the projects myself, having a wide and cohesive grasp of most new media software as well as eight years experience (at the time) of using Alias AutoStudio.

Renfrew Associates, Leicester, United Kingdom.

July 1993 - April 1997

After finishing University I joined a Renfrew Associates a product design consultancy involved in the design and pre-production of electrical and manufacturing goods. During my time with the company I moved up through the ranks to a position where I managed all areas of multimedia design from concept visualisation to producing interactive presentations and promotional videos. The role grew to include liaising with clients and production houses, quoting for new projects and managing a small team of designers.

I helped pioneer the use of 3D software within Renfrew Associates such as Alias AutoStudio, and also introduced it to leading software from other companies such as Adobe and Macromedia. Through this the consultancy was able to re-align itself as computer technology transformed the industry throughout the nineties.

Software Skills

Most software used on a day-to-day basis. I am competent with both PC and Mac platforms.

- **Autodesk Alias AutoStudio/SurfaceStudio 2019**
- **Autodesk VRed 2019** *incl. VR via Steam with HTC Vive hardware*
- **Autodesk Showcase**
- **Bunkspeed Hyperdrive**
- **Bunkspeed Hypershot**
- **Adobe Photoshop CS**
- **Adobe Illustrator CS**
- **Wordpress** *Website Management & Blogging*
- **Adobe Dreamweaver CS** *incl. ASP, PHP & database development*

Education

Staffordshire University 1992 - 1993

College Road, Stoke on Trent, Staffordshire. ST4 2DE

PgD Computer Aided Design & Manufacture (Pass)

Leeds Metropolitan University 1989 - 1992

Civic Quarter, Calverley Street, Leeds. LS1 3HE

Ba(hons) Product Design (2.1)

Pocklington School, Yorkshire 1981 - 1987

West Green, Pocklington, York. YO42 2NJ

'A' Levels: Design & Technology, Art, and Economics

'O' Levels: Design & Technology, Maths, Chemistry, Physics, Biology, History, English Language and Literature

References

Both personal and professional available on request.